

AMENDMENTS TO THE CLAIMS

Claims 3-4, 21-24, 27-31, and 37-48 are canceled. This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Previously Presented) A computer implemented method for rendering a desktop window in a graphical user interface of an operating system shell, comprising:

receiving, at a composting desktop window manager (CDWM), application content from advanced applications in a bottom-to-top order, to display the application content received in a bottom-to-top order in windows corresponding to the advanced applications in the graphical user interface;

receiving, at a desktop window manager (DWM), application content from legacy applications in a top-to-bottom order to display the application content received in a top-to-bottom order in windows corresponding to the legacy application in the graphical user interface;

stripping out application content received from the legacy applications;

converting the stripped application content to a graphical representation;

switching between the CDWM and the DWM to render the advanced application content and legacy application content based on hardware or power constraints in a computer system displaying the graphical user interface; and

displaying at least a portion of the application content in the windows, the windows having translucent frame portions.

2. (Previously Presented) The computer implemented method of claim 1, wherein the displaying step comprises a pixel shader content on top of which the frame portion is rendered.

3-6. (Canceled).

7. (Previously Presented) The computer-implemented method of claim 1, wherein displaying comprises:

the CDWM modeling the window by applying a texture to a mesh.

8. (Original) The computer-implemented method of claim 7, wherein the mesh is defined by a current visual style.

9. (Original) The computer-implemented method of claim 7, wherein the mesh is provided in the application content information.

10. (Original) The computer-implemented method of claim 7, wherein the texture is defined by a current visual style.

11. (Original) The computer-implemented method of claim 7, wherein the texture is provided in the application content information.

12- 14. (Canceled).

15. (Previously Presented) The computer-implemented method of claim 1, wherein the switching is based on the current visual style.

16. (Canceled).

17. (Original) The computer-implemented method of claim 1, wherein the frame comprises spectral highlights based on a virtual light source.

18. (Original) The computer-implemented method of claim 1, wherein the frame comprises reflective content based on other content in the graphical user interface separate from the window.

19. (Original) The computer implemented method of claim 1, wherein the frame portion is translucent when the window has an input focus.

20. (Original) The computer implemented method of claim 7 further comprising:

receiving user input to resize the window;

dividing the mesh into three regions per mesh dimension;

for each region, maintaining offsets of mesh vertices in any dimension by which the region is bounded by a bounding box of the window, and scaling mesh vertices in any dimension by which the region is not bounded by the bounding box of the window.

21-48. (Canceled).